Xenosaga®

EPISODE III

Also sprach Zarathustra

TEEN
T
CONTENT RATED BY ESRB

BANDAI NAMCO™ Games

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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*This product uses Ryobi fonts.

INTRODUCTION

Six months pass since Old Miltia was destroyed by the appearance of Proto Ω. In response to the Gnosis phenomenon, which has been accelerating its rate of expansion throughout the universe, the Galaxy Federation government and autonomous states hurry to implement the grand anti-Gnosis Zohar Project.

However, the Gnosis began attacking major cities on planets throughout the galaxy. While investigating this "Gnosis terrorism," Shion learns that the interstellar network U.M.N. and her father Suou Uzuki were involved with the attacks. Knowing this, she quits Vector Industries and teams up with Scientia, an anti-U.M.N. organization she came across while investigating the Gnosis terrorism, and begins working to expose Vector's secrets.

Six more months pass. The year is now T.C. 4768, and the final chapter of this saga is about to unfold...

GAME CREDITS

NAMCO BANDAI Games America Inc. Staff

Product Group Director
Yoshi Niki

Localization Manager
Hiroshi Tanaka

Localization Producer
Minako Takahashi

Localization Support
Junko Nakamura
John Kenzo Hickey

Marketing Director
Yoko Nakao

Product Marketing Manager
Tara Samuels

Marketing Translator
Tom Huston

Senior PR Manager
Mika Kelly

PR Manager
Melody Pfeiffer

Publishing Support Director
Glen A. Cureton

QA Manager
Chuck McFadden

QA Supervisor
Daryle Tumacder

QA Lead
Merwin O. Del Rosario

Assistant QA Lead
Shaun Woo

QA Testers
Eli Beals
Christopher Ching
Ronn Edwards
Alex Freeman
Christina Fujii
Ryan Gordon
Eileen Ho
Blake Hoffmann
Salim Husseini
Bryan Maxwell
John McMahan
Nelson Pineda
Andrew Samoranos
Geoff Tuttle
John VanOsten

English Voice Over Production Recording Studio
Cup of Tea Productions, Inc.
NSI Sound & Video, Inc.

Recording Engineer
Danni Hunt

Recording Assistant
Lainie Bushey

Casting
Cup of Tea Productions, Inc.

Voice Over Director
Wendee Lee

Directors Assistant
Julie Smith

Project Manager
Danni Hunt
Lainie Bushey

Sound Editors
Danni Hunt
Tony Agapiou

English Translation Support
Game Text Translation 8-4, Ltd.

Coordinators
John Ricciardi
Hiroko Minamoto

Lead Translator
D. Scott Miller

Special Thanks
Genichi Ito
Nobuhiro Kasahara
Garry Cole
Makoto Iwai
Brian Schorr
Jennifer Tersigni
Taiki Homma
Peter Garza
Chris Stanley
Daryle Tumacder
Lee Hsiao
Veronica Guzman
Heidi Brodie
Tom Usher Designs
Belay Development
Beck Interactive
Ignited Minds

NAMCO BANDAI Games Inc. Staff

Production Coordinator
Atsushi Seto

Production Support
Makie Takahashi

Localization Producer
Takashi Akiyama

Localization Director
Austin Keys

Localization Specialists
Jonathan Khersis
Mikio Nagura

Localization Technical Support
Keisuke Fukuzaki

International Marketing Support
Shinsuke Mori
Noriko Ichikawa

Producer
Tomohiro Hagiwara
(MONOLITH SOFTWARE INC.)
Shinichiro Okamoto

Executive Producer
Hirohide Sugiura
(MONOLITH SOFTWARE INC.)
Shigeru Yokoyama
Shukuo Ishikawa

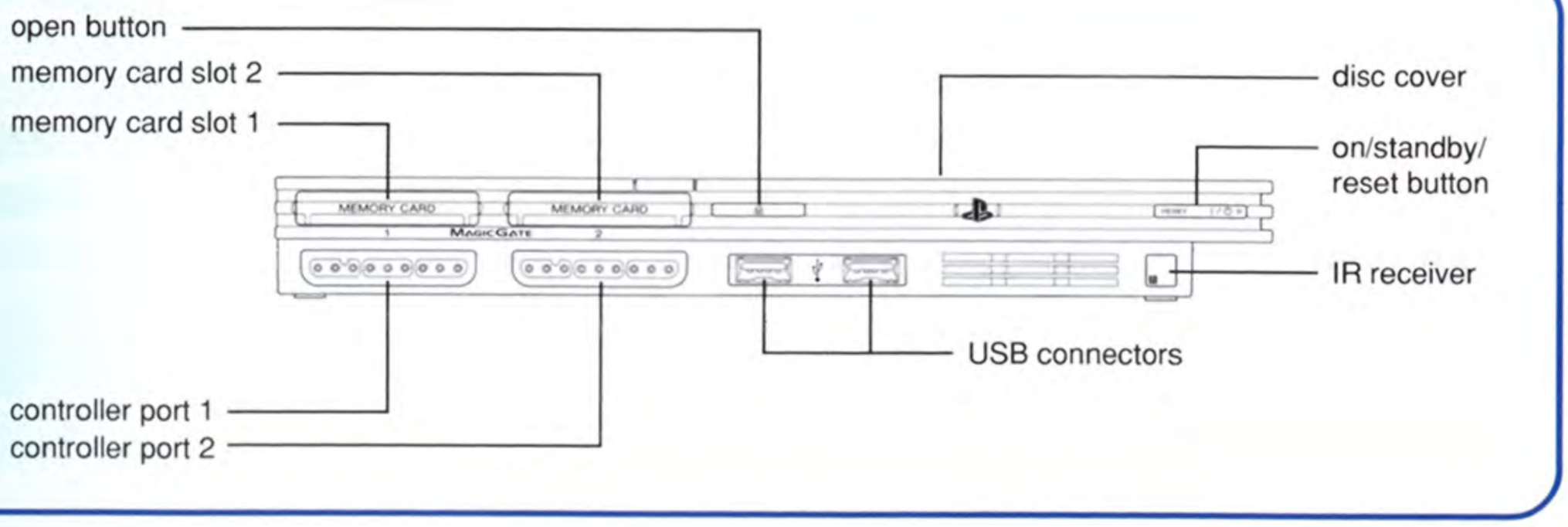
Author, Music coordinator, Supervisor of scenario and database
Tetsuya Takahashi
(MONOLITH SOFTWARE INC.)

Scenario
Norihiko Yonesaka
(MONOLITH SOFTWARE INC.)

Director
Koh Arai
(MONOLITH SOFTWARE INC.)

Produced by NAMCO BANDAI Games Inc.

SETTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Xenosaga® EPISODE III: Also sprach Zarathustra** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CHANGING DISCS

This game consists of two discs. When playing for the first time, be sure to start with DISC 1. If the Disc Change screen appears, follow the directions to change discs.

Do not insert any discs incompatible with the PlayStation®2 system when changing discs.

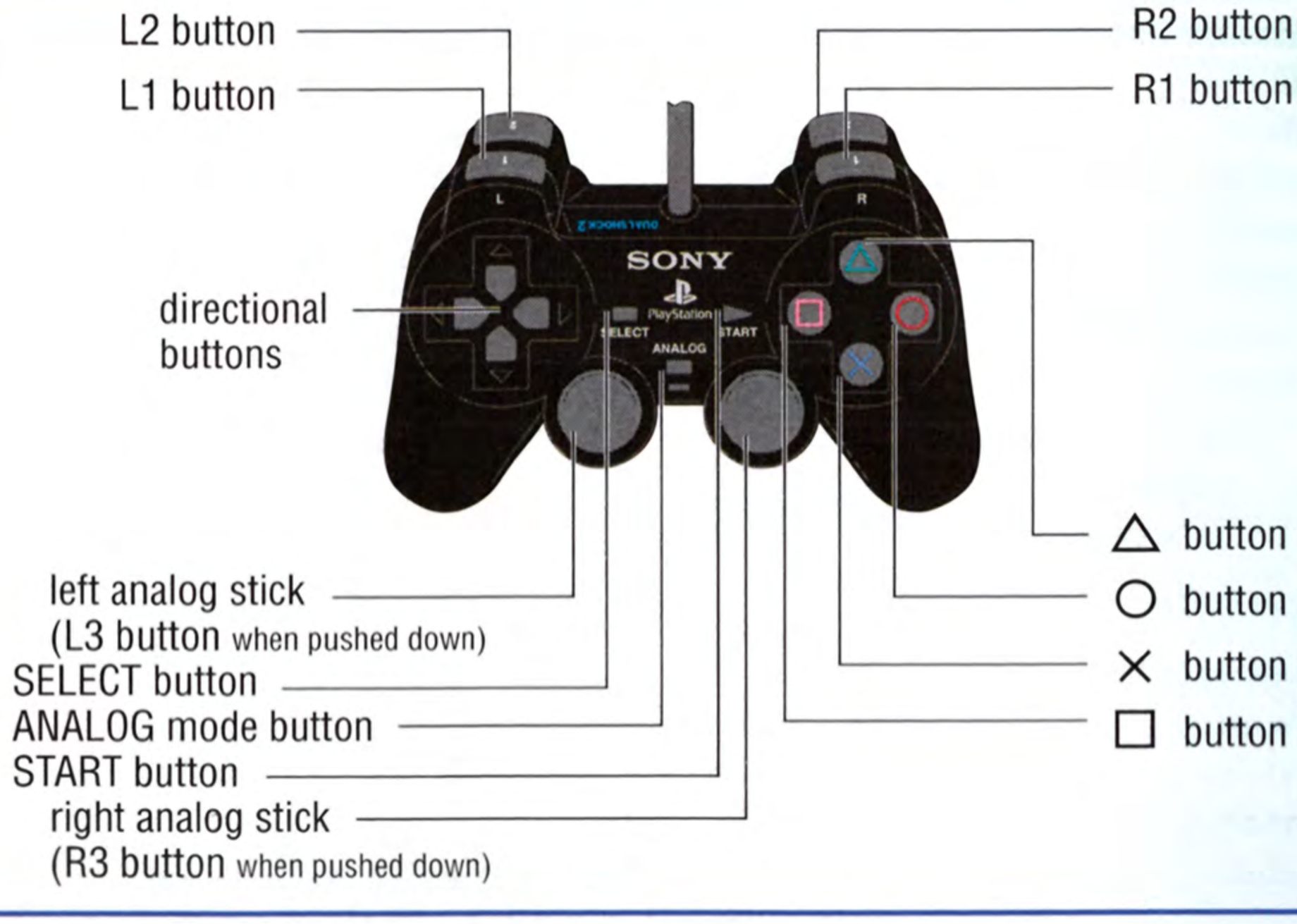
SAVING GAMES

Yellow plates that appear in the field are Save Points. Press the ◉ button when in contact with a Save Point to open the Save Screen, which allows games to be saved. Make sure a memory card (8MB) (for PlayStation®2) with at least 95KB of free space is inserted in either MEMORY CARD slot 1 or MEMORY CARD slot 2 before saving. A maximum of fifty files can be saved. However, when overwriting data, the overwritten data will be lost.

HP (Hit Points) and EP (Ether Points) are also recovered upon touching Save Points, so even if you do not choose to save the game, do not miss these chances to recover!

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



The game only supports DUALSHOCK®2 analog controller, when connected to controller port 1, except for the two-player minigame. When playing the two-player minigame, insert another DUALSHOCK®2 analog controller into controller port 2.

NOTE: Pressing the START, SELECT, R1 and L1 buttons at the same time resets to the Title Screen.

GAME CONTROLS

This section introduces the basic controls used in each part of the game.

FIELD

Directional buttons.....Walk
Left analog stick.....Move (angle determines speed)
◉ button.....Search; Advance message
⊗ button.....Cancel
△ button.....Open Main Menu
▣ button.....Destroy target; Listen to conversation
L1 button/R1 button.....Change target (conversation)
L2 button.....[Move left analog stick while holding down] Walk
R2 button.....Display trap location; [Press ▣ while holding down] Set trap
START button.....Pause/Cancel pause
SELECT button.....Change leader

MAIN MENU

Directional buttons/Left analog stick...Move cursor
◉ button.....Select item
⊗ button.....Cancel; Back
△ button.....Return to field
▣ button.....Switch info; Display special items [Items]; Change display [Skill Line]; Change leader [Formation]; Switch to Link phrase [Database]
L1 button/R1 button.....Change character [Equip/Status/Skill Line]; Change phrase [Database]
L2 button/R2 button.....Change menu; Show summary
Right analog stick.....Change page

BATTLE

Directional buttons/Left analog stick...Move cursor
◉ button.....Select item/Action
⊗ button.....Cancel; Back
L1 button/L2 button.....Display status
R1 button/R2 button.....[Press ◉/△/▣ button while holding down] Boost

FACE EVENT/MOVIE

◉/⊗ button.....Advance message (Face Event)
△ button.....Skip [while paused]
START button.....Pause/Cancel pause
SELECT button.....Turn on/off Auto Mode (Face Event)

ABOUT HAKOX

As the game progresses, you will be able to play a minigame called "HaKox." Refer to the game screen for instructions on how to play. HaKox settings and clear records will be saved when the game is saved. After playing HaKox select "Return to game," and don't forget to save!

GETTING STARTED

TITLE SCREEN

Three menu options will appear: "New Game," "Continue" and "Data." Use the directional buttons or the left analog stick to choose an option, and press the ◉ button to enter your selection.

NEW GAME

Play the story from the beginning. Before starting the game, first check for Clear Data and configure the game settings.

CLEAR DATA CHECK

If you have a memory card (8MB) (for PlayStation®2) with clear data from Xenosaga Episode II: Jenseits von Gut und Böse, you can receive a bonus. To load the data, first insert the memory card (8MB) (for PlayStation®2) into either MEMORY CARD slot 1 or MEMORY CARD slot 2. Note that game progress will not be affected if you do not have clear data.

CONFIGURE SETTINGS

Several settings such as "Audio Output" and "Subtitles" may be configured before starting the game. Use the directional buttons or the left analog stick to select options and make changes. Press the ⊗ button to enter the selections.

You can configure the settings after the game begins by selecting "Options" from the Main Menu.

CONTINUE

Load saved data and continue play. Insert a memory card (8MB) (for PlayStation®2) into either MEMORY CARD slot 1 or MEMORY CARD slot 2, and select the appropriate slot. Review the story summary and press the ◉ button or ⊗ button to continue the game.

DATA

Here you can view event scenes, characters and more that appear in this game, as well as review other stories in the Xenosaga series. Be sure to choose save data to load when using the "Memory Code" and "Character Viewer" features. If you select "Skip" or press the ⊗ button, the screen will proceed without loading any save data.

Memory Code.....View event scenes that have appeared in the game.

Character Viewer.....View characters, enemies and machine models for E.S.s.

Episode I.....Review the "Xenosaga Episode I: Der Wille zur Macht" story.

Episode II.....Review the "Xenosaga Episode II: Jenseits von Gut und Böse" story.

FIELD

Advance through the game by talking to people and searching various places and objects while moving through the field. When encountering enemies, battles will take place.

MOVEMENT

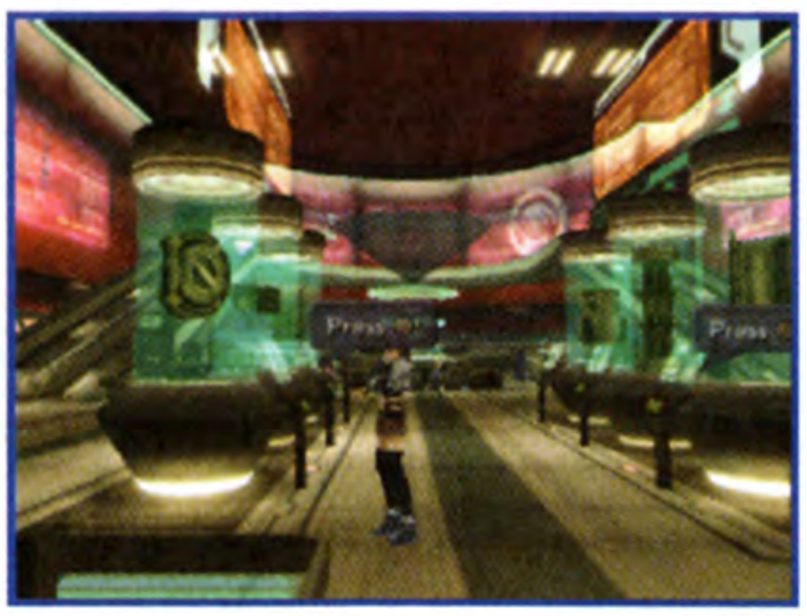
Use the directional buttons or the left analog stick to move your character (leader) about the field. Your character will walk when using the directional buttons, but you can change the speed your character moves by tilting the left analog stick at different angles. Alternatively, hold down the **L2** button while using the left analog stick to have your character walk. You can change your leader in the Formation Menu, or by pressing the SELECT button in the field.

TALK

Conversations automatically appear when approaching people. Press the ◉ button to continue the conversation. Important information appears in red during conversations. Press the ▣ button to learn more.

SEARCH

Approach certain objects in the field and press the ◉ button to search them. If something catches your eye, check it out! Doors and such can also be opened with the ◉ button.



SHOP

When entering stores in town or touching blue plates, press the ◉ button to bring up the Shopping Screen. You can use credits to buy and sell recovery items, equipment and more. Items you purchase can be immediately equipped.

U.M.N.

When touching a green plate, press the ◉ button to show the U.M.N. Screen, which allows you to revisit areas you have cleared. Note, however, that the U.M.N. can only be used when you have three or more party members.

DESTROY TARGET

Some objects in the field can be broken, occasionally resulting in the appearance of items or even enemies. Breakable items are automatically locked onto when you approach them. Just press the ◉ button to break them. If multiple objects exist, select a target to break with the L1 or R1 button.

TRAPS

If you possess a "Trap" item, you can set a trap by pressing the ◉ button while holding down the R2 button. The trap can be detonated by pressing the ◉ button once more. Enemies caught in the blast will be temporarily immobilized. When battling immobilized enemies, you can attack first with a slightly increased Boost Count or Anima Level. Traps can be purchased at shops, and the number of traps you carry is shown in "Traps," at the bottom-right of the screen.

TRAP LOCATION
You can see where traps have been set while holding down the R2 button.

E.S. CRAFTS

You can control E.S. crafts during the game in addition to normal characters. When a battle occurs while piloting an E.S., the E.S. Battle Screen appears. If you win the battle, the characters piloting the craft are awarded EXP and SP. Each E.S. is operated by a main and sub pilot. Pilots cannot be switched between E.S. crafts. The abilities of E.S. crafts change depending on items they have equipped, and everything but HP and EN abilities are affected by pilot abilities:

DEX, EVA, AGI, LUCK are determined by the main pilot

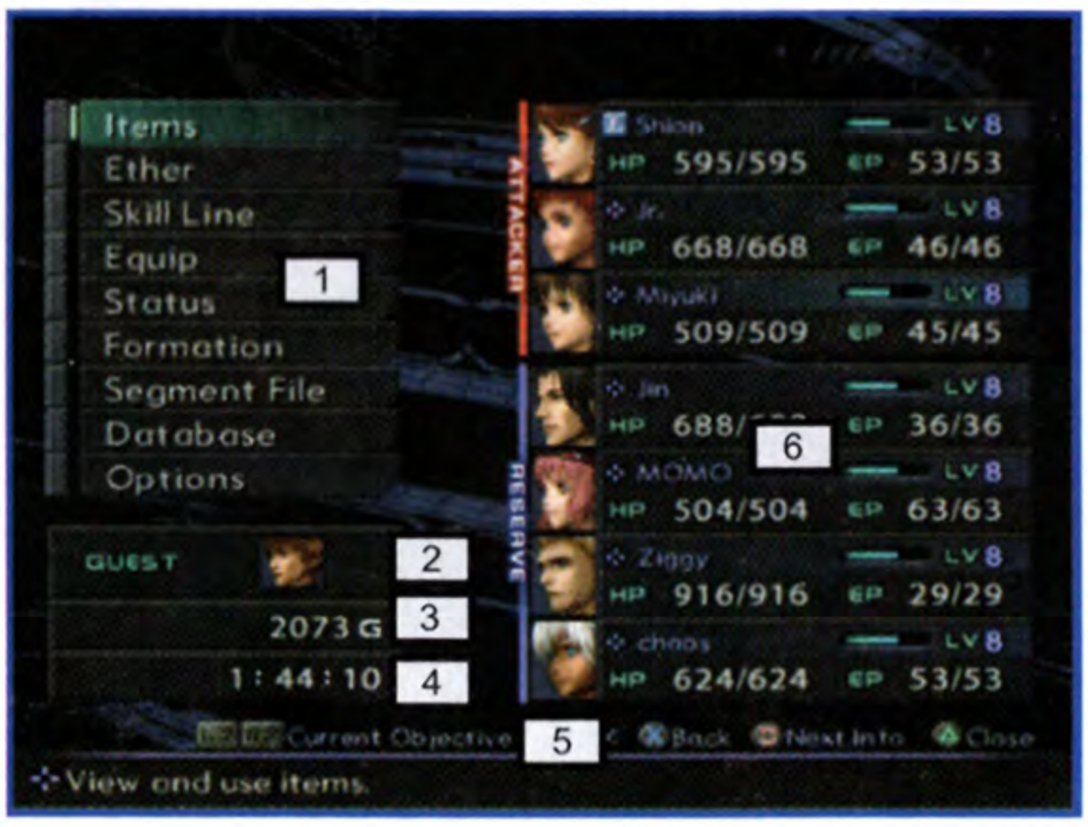
POW, ARM, EATK, EDEF are determined by the main and sub pilot

USING THE MAIN MENU

Press the △ button in the Field Screen to open the Main Menu. In addition to using items, arming equipment and checking various data, you can also configure game settings here.

MAIN MENU TOP SCREEN

Choose a menu and press the ○ button to view that menu screen. You can also press the L2 or R2 button while on the Main Menu Top Screen to view the summary of the story so far. Pressing the L2 or R2 button while on other menu screens scrolls through the various menus.



1- Menu

2- Guest

3- Credits

4- Play Time

5- Currently available actions

6- Character Status Summary

Shows each character's participation/non-participation in battle. Press the ○ button to view different data. The green bar indicates the amount of EXP earned at the current level. When the bar is full, the character increases in level.

ITEMS

You can view and use items in your possession. Items consist of "Consumable Items," such as recovery items and items that can be sold for cash, and "Special Items," which are critical for the plot to progress. Special Items are automatically used when necessary, but a list of them can be viewed by pressing the ○ button.

ETHER

Medica can be used here. However, this cannot be performed while piloting E.S. crafts.

SKILL LINE

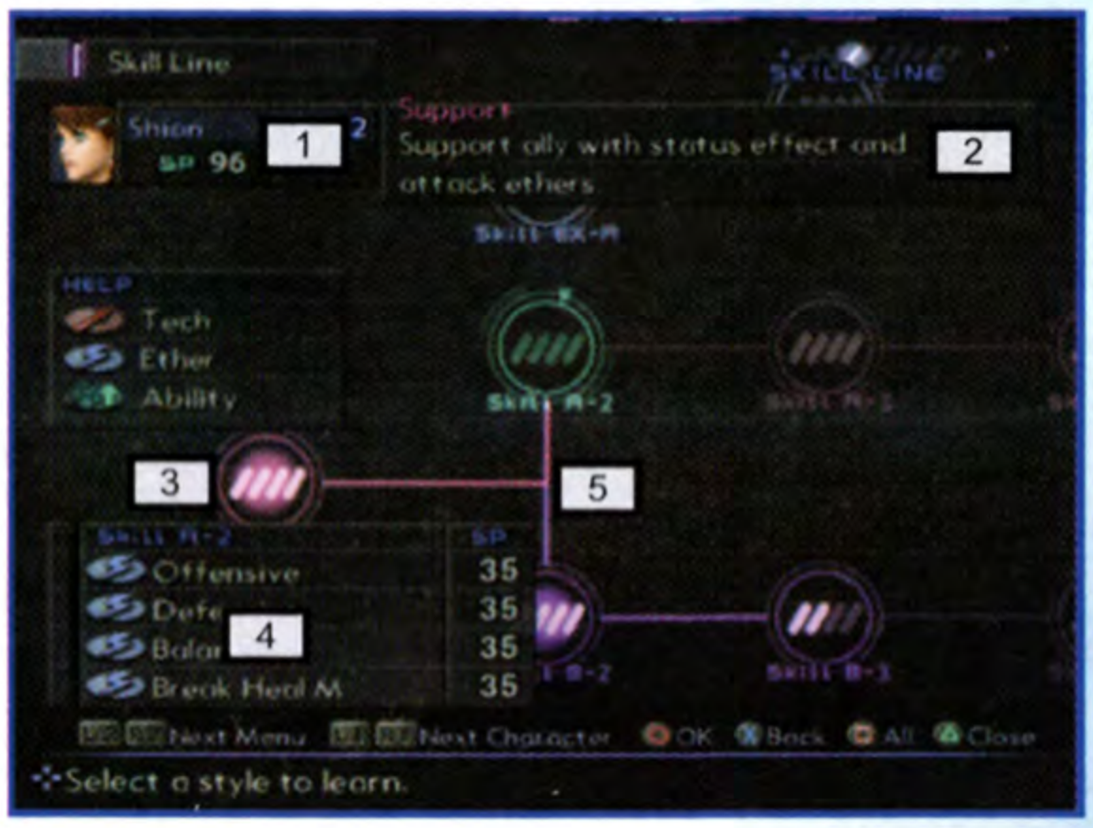
You can use your SP to acquire new skills. "Tech" are battle skills that can be used in battles, "Ether" are special skills that cause various effects, and "Abilities" are skills whose effects take place immediately upon being learned. In addition to these, some skills are automatically acquired when gaining a level. Skills are divided into groups of four.

1- Character

2- Line attributes
When you select a group in each line, the line's attributes are shown.

3- Acquired Skills
Four icons represent the number of skills within the group. The number of lit icons indicates the number of skills acquired.

4- Skills in Selected Group
This shows the skills that can be learned in this group, their types, and the amount of SP required to learn them.



5- Skill Lines
Skill lines are divided in two: the A Line on the top and the B line on the bottom. Press the ● button to see an overall view.

SKILL LINES

Skills are divided into two lines. The skills you can learn in each line are different, so the line you choose decides your character's ability type. In Shion's case, the A line is "Support," with skills that help allies, while the B line is an "Attacker," with attack skills. In general, the A line is recommended for each character.

CONDITIONS FOR ACQUIRING SKILLS

Once you have mastered all the skills in a group, you can learn the skills in the next group to the right. You can only acquire skills in groups that are connected to groups you have mastered.

Skill Acquisition Example: Advancing Shion in Support

Gain SP in battle ▶ Master all Skill A-1 skills ▶ Master all Skill A-2 skills ▶ Master all Skill A-3 skills

USING THE MAIN MENU

EQUIPPING

Select to view the Character Equip Screen, or E.S. Equipment to view the E.S. Equip Screen. To change equipment, select an equipment category and press the ◉ button. The Change Equipment Screen will appear.

1- Equipment Category

Types for E.S. crafts are different than for characters. Press the directional buttons or left analog stick left/right on the Change Equipment Screen to switch between them.

2- Parameters

When equipment has been changed, abilities that have increased are displayed in blue, while abilities that have decreased are displayed in red.

3- Details

Shows information on the equipment selected.

4- Num

Number possessed.

EQUIPMENT CATEGORIES

E.S.

- **Right-hand/Two-handed weapons**: Affects attack strength.
- **Left-hand weapons:** Affects attack strength.
- **Armor Frame:** Affects maximum HP amount.
- **Generator:** Affects maximum EN amount.
- **CPU:** Affects the number of disks that can be inserted.
- **Disk:** Produces various effects.

CHARACTERS

- **Weapons:** Affects attack strength.
- **Armor:** Affects defense strength.
- **Necklace:** Produces mostly supportive effects.
- **Bracelet:** Produces mostly defensive effects.
- **Ring:** Produces mostly offensive effects.

* When operating E.S. crafts, left-hand weapons cannot be equipped while two-handed weapons are equipped.

ALL EQUIPMENT/NEWLY ACQUIRED

"All Equipment" shows a list of all the equipment you possess, while "Newly Acquired" shows up to 50 pieces of equipment, in the order obtained (newest items appearing first).

STATUS

This screen allows you to view detailed status of each character and E.S. in your party. Press the directional buttons or left analog stick left/right to scroll between the "Parameter/Equipment", "Ether", "Tech", "Ability" and "Special Attack" screens for characters, and "Parameter/Equipment", "Disk", "Special Attack" screens for E.S. crafts.

You can change characters with the L1 and R1 buttons.

CHARACTER STATUS

Parameters

PARAMETERS

LV.....Current Level.

HP.....Current life value/maximum value. When the current value reaches 0 in battle, the character can no longer fight.

EP.....Current ether value/maximum value. Consumed when using Ether and Tech.

EN.....Current energy amount of E.S. craft.

PILOT.....Pilot and sub pilot aboard the E.S.

SP.....Consumed when acquiring skills.

EXP.....Experience points gained so far.

STR.....Physical attack strength.

POW.....Physical attack strength of E.S.

VIT.....Physical defense strength.

ARM.....Physical defense strength of E.S.

DEX.....Accuracy rate.

EVA.....Evasion rate.

AGI.....Speed to perform actions.

EATK.....Ether attack strength.

EDEF.....Ether defense strength.

LUCK.....Affects Critical hits, evasion rate and other things that involve luck.

BREAK LIMIT.....Resistance to being broken.

RESIST G.....Resistance to crystallization.

* Items in red are for E.S. crafts only.

SPECIAL ATTACKS

Special attacks increase in level in accordance with the number of times used, and the number of enemies defeated. When defeating an enemy with a special attack, it is considered a "Finish Strike," and you will receive 1.5 times the normal amount of experience, SP and credit.

FORMATION

You can change party members, change member orders and change leaders in this screen. "Attackers" are members who participate in battles, while "Reserves" are back-up members. The attacker with the "L" mark is the leader, and is shown when moving about the field. Choose a character and press the ● button to designate a leader.

USING THE MAIN MENU

SEGMENT FILE

There are locked doors in the field called "Segment Addresses," which contain treasure boxes. Each door has a number and can only be unlocked by "Decoders" with identical numbers. You can view information on Segment Addresses, Decoders and obtained treasure boxes in the Segment File. The Segment File menu is not accessible at first, but can be obtained as the game progresses.

DATABASE

Various game-related data are recorded here. You can look up terms relating to characters, locations and other categories in the "By Category" screen, or search alphabetically for keywords in the "Alphabetical" screen. The database gradually increases as the game progresses. When new terms are added, a "Database Update" message will appear on the screen.

OPTIONS

Game settings can be configured in this screen. Press the directional buttons or left analog stick up/down to select an item, and left/right to change that item's setting. Press the ⊗ button to apply the settings and return to the Menu Screen. When selecting the "Display Adjustment" and pressing the ◉ button, the Display Adjustment Screen will appear.

Audio Output.....Set the sound output to stereo or monaural.

Subtitles .....Toggle event movie subtitles on/off.

Vibration Function.....Turn the vibration feature on/off.

Cursor Memory .....Choose whether or not to have the Main Menu cursor position remembered.

Display Adjustment.....Calibrate the screen position and adjust the monitor brightness based on the colors shown on the screen. Press the ◉ button to display the calibration screen, and press the ◉ button again after calibrating to apply the setting.

Default.....Return all Option settings to their original states.

BATTLES

Battles occur when coming into contact with enemies in the field and in some events. Battle rules while piloting E.S. crafts are basically the same as regular battles. This section primarily focuses on descriptions of character battles.

CHARACTER BATTLES

Battles take place in a turn-based system. Characters with higher AGI values act first. Battles are won by defeating all the enemies, after which the Results Screen appears. If all the characters in your party are incapacitated, the game ends.

1- Boost Gauge / Boost Count

The blue gauge is for allies, the red gauge for enemies.

2- Action Sequence

The battle participant icons show the order in which the characters act. The character with the "ACT" mark can currently perform an action. The farther a character is to the right, the later the character's turn. Enemy icons consist of the following three symbols:

B Biological **M** Machine **G** Gnosis

3- Command Menu

Choose commands from here to perform during battle.

4- Character Status

Break Gauges, HP and EP are shown for each character. If a character is affected by an abnormal condition, you can check the character's condition with the **L1** or **L2** button.

COMMAND MENU

During battle, all actions are performed by selecting and entering commands from the Command Menu. Each command requires certain conditions to be met in order to be used. Commands that cannot currently be selected appear in gray.

Attack ..... Perform a physical attack with an equipped weapon.

Tech ..... Expend EP to perform a Tech attack.

Ether ..... Expend EP to use acquired Ether.

Special Attack ..... Expend Boost Count to perform a Special Attack.

Items ..... Use an item you possess. Only items usable in battle can be selected.

Guard ..... Evade or guard attacks until your next turn.

Change ..... Change with a Reserve Character. When switching characters, no other actions may be performed.

Escape ..... Flee from battle (cannot be stopped by enemies). However, characters cannot flee during event battles.

BATTLES

BOOST

"Boost" refers to cutting ahead in line in the action sequence before the next turn.

The Boost Gauge gradually increases when attacking enemies with "Attack", "Tech" and "Ether". When the gauge is full, your Boost Count will increase by one. When you have a Boost Count of one or more, you can hold down the R1 or R2 button to view the Boost Menu next to the Character Status. Press the button corresponding to the character you wish to choose (in the above example: □ button, △ button, ○ button) to boost that character. Boost Stocks can normally hold up to three Boost Counts, and carry over to following battles.

BREAK GUAGE

When damaged by certain attacks, a character's Break Gauge builds up. When the gauge is full, the character is unable to perform actions for two turns. Broken characters cannot evade or guard, and are particularly vulnerable to enemy attacks. Be careful to keep an eye not only on your characters' HP during battle, but on their Break Gauges too. Break Gauges can be restored with certain Ether, and return to 0 when battles end. Enemies also have Break Gauges, so try to use them to your advantage.

ATTRIBUTES

All attacks have attributes, to which different enemies have different affinities. There are five types of attributes: "Physical", "Fire", "Ice", "Lightning", and "Beam". Affinities to each of these affects the amounts of damage enemies suffer. Use "Analyze" to check enemy data and consider attribute affinities when attacking.

ATTRIBUTE AFFINITIES

○ button	**Weak**	Damage increased 1.5 times.
△ button	**Strong**	Damage decreased by half.
— button	**Absorb**	Opponent's HP recovers by amount of damage inflicted.
× button	**Null**	No damage inflicted.

STATUS CHANGES

During battle, character conditions change when characters suffer status abnormalities from special moves, or when their abilities are enhanced by ether or other means. Press the L1 or L2 button to see how conditions have changed. Conditions recover when time elapses, items or Ether are used, or the battle ends. There are two broad types of status changes.

STATUS AILMENTS

The following ailments affect E.S.s and characters:

Fist Down.....Decreased STR.
Soul Down.....Decreased EATK.
Skin Down.....Decreased VIT.
Mind Down.....Decreased EDEF.
Balance Down.....Decreased DEX/EVA.

The following ailment affects E.S.s only:

F Mine.....Time bomb that detonates after 4 turns, causing damage.

The following ailments affect enemies only:

Heat.....Become target for all enemies.
Hilbert.....Down status effects on type-M and G enemies.

The following ailments affect characters only:

Break.....Immobile for two turns.
Poison.....20% of HP damage inflicted every turn.
Slow.....Decreased AGI.
Seal Boost.....Unable to boost.
Seal Tech.....Unable to use Tech.
Seal Ether.....Unable to use Ether spells.
Crystallize.....Rendered incapacitated after three turns.
Reflect Damage.....Same amount of damage inflicted reflects back.

STATUS ENHANCEMENTS

Safety.....Auto revive with 50% of HP.
Best Ally.....Auto revive with full HP.
HP Recover.....Recover small amount of HP with each turn.
EP Recover.....Recover small amount of EP with each turn.
Break Recover.....Recover small amount of BL with each turn.
Quick.....Increased AGI.
Offensive.....Increased STR/EATK.
Defensive.....Increased VIT/EDEF.
Balance Up.....Increased DEX/EVA.
Boost Up.....Boost guage increases faster.
Break Up.....Break damage dramatically improved.
Absolute Critical.....Attacks will be critical.
Null Physical.....Immune to physical attacks.
Null Break.....Immune to Break damage.
Attack Up.....STR/EATK dramatically improved.
Defense Up.....VIT/EDEF dramatically improved.
Absolute Evasion.....Will evade enemy attacks.
Absolute Defense.....Will guard against enemy attacks.
Absolute Revenge.....Revenge will occur.
Absolute Counter.....Counter will occur.

RESULTS

After you win a battle, the Results Screen appears, showing character status and EXP and SP earned for each character (Reserves receive 80% of the EXP and SP that Attackers receive). If a character's EXP reaches a certain value, the character will gain a level, and if a new skill is acquired the skill name will be shown. Credits obtained are also shown, as well as the names and amounts of any items obtained. Incapacitated characters will recover with 1 HP when the battle ends.

BATTLES

E.S. BATTLES

When battles occur while piloting E.S.s, the E.S. Battle Screen appears. Battles are basically governed by the same rules as for character battles, but there are no boosts or breaks. Also, E.S.s incapacitated during battle cannot be revived, so keep a close eye on your HP.

1- Enemy
Total number of enemies encountered. Only up to five enemies are shown on the screen at a time.

2- Energy (EN) Gauge
Energy consumed when attacking.

3- Command Menu

4- E.S. Status
You can check status changes with the L1 or L2 button.

5- Anima Gauge
Numbers to the right indicate current Anima levels.

COMMAND MENU

When selecting attacks or special attacks, press the directional buttons or the left analog stick left/right to choose an enemy.

Attack.....Attack with equipped weapons. Each weapon consumes a certain amount of EN. If at least one weapon is selected, you can begin attacking with the R1 button even if a lot of EN remains.

Anima.....Anima can be awakened if your Anima Level is 1 or higher. Special attacks are performed while Anima is awakened.

Special Attack.....Appears only when Anima is awakened. Only one special attack can be performed per Anima awakening.

Items.....Use an item you are carrying. For items that affect a single person, use the directional buttons or the left analog stick to select a character.

Charge.....Recover 15% of your maximum HP, and evade or guard until your next turn.

Escape.....Disengage from combat (cannot be stopped by enemies). However, E.S.s cannot disengage during event battles.

Example when attacking with the "Attack" command: With E.S. Asher

Choose a target and select "Attack."

Choose and enter weapons until EN runs out.

Attack with your weapons in the order they were selected.

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